
Title: On Naval Matters...

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When voyaging by sea, it is important to remember these simple rules: Without even considering the perils of monsters at sea, natural tidal motions can cause the hardiest of travellers to drop possessions, or even fall overboard. It is therefore wise to limit movement on the deck of a ship if you are a passenger; if you serve as a crewman, remain at your assigned post to perform your duties.

Even the most experienced Ship Captain can find himself lost when land is not in sight, and there are two solutions: carrying a sextant will readily allow you to assess your location and keep your bearings; if a sextant is not at hand, it has been proven (by this author) that one may Circumnavigate the world- merely sail in the same direction long enough, and soon you will be in sight of land.

Sea charts are another tool that makes longer voyages easier. the major trade routes between most cities have been mapped out, and are available for sale near any city's docks.

There are many beasts that call the sea their

natural habitat, and it is
advised that all travellers
be equipped to deal with
any beast they may
encounter.

one final note: when
sailing near the shores,
be advised that many
magic using creatures do
have a tendency to
teleport themselves
directly onto your ship,
so remember to be
vigilant! The seas contain
many wonders, but they
are dangerous to the
unprepared...

"All I ask is a study ship,
and a star to steer her
by..."